

A wooden sign on a stick is planted in a garden. The sign has the text "PICK ME" in large, bold, sans-serif capital letters, followed by "im ready to" in a smaller, lowercase, cursive font, and "EAT" in large, bold, sans-serif capital letters. The sign is surrounded by green and purple-tinged leaves and dry straw.

PICK ME
im ready to
EAT



OTAGO
POLYTECHNIC
Te Kura Matatini ki Otago

Urban interactives

Storytelling in local places
Live projects and community engagement

Photograph by Emily Hlavac-Green



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How to work with us

Otago Polytechnic staff and students work together in teams to achieve highly creative and professional outcomes. We can be contracted to work on projects at any time, or your project may fit into course project-based learning.

What we do...

- Research local histories and craft them into stories
- Work with communities
- Collaborate with clients, customers and design teams
- Develop highly creative ideas
- Design effective and innovative solutions
- Work with professionals from a wide range of sectors
- Identify and fill gaps in knowledge and teams
- Design and produce high level exhibition outcomes
- Develop storytelling solutions using engaging and interactive methods

Some projects fit within our semester-based teaching curriculum and are included as learning opportunities for senior students. Typically projects will begin with employing research techniques ranging from focus groups to accessing historical archive material in the Hocken archive. In classroom project-driven learning, students will typically work in teams and develop a wide range of scenarios for clients to work with, and the opportunity to attend critiques and give feedback. This is a good option for projects that require research, and have a reasonably long development time.

Interdisciplinary Studio Workshops are short sharp learning opportunities and bring together students from Fashion, Communication, Product and Interiors. Students make links with other disciplines on campus such as Information Technology, Electro-Technology, Art, Hospitality and Business. They present a good way to complete a clearly defined project in a short time frame.

The onsite studios newSplash and innovation workSpace offer clients and communities the processes and materials to develop most projects through to final production. We contract expertise when necessary, but have many talented staff already on board. Contact us for more information

School of Communication Design

Caro McCaw Academic Leader
021 735 846 | Caroline.Mccaw@op.ac.nz

newSplash design studio

Lynda Henderson Manager
021 222 9058 | Lynda.Henderson@op.ac.nz

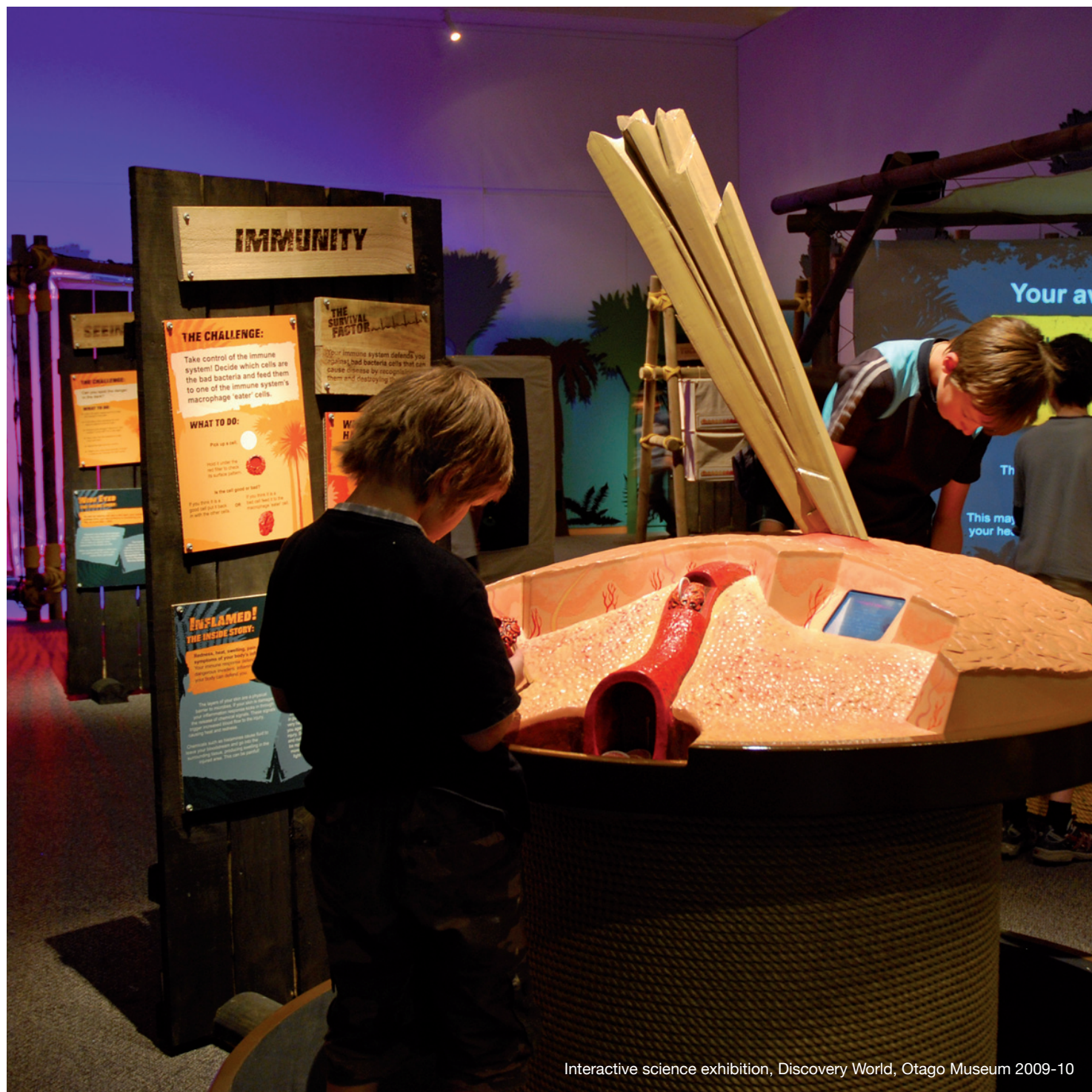
innovation workSpace

Eva Gluyas Manager
021 279 7887 | Eva.Gluyas@op.ac.nz

Research and Enterprise

Alistair Regan Director
021 735 490 | Alistair.Regan@op.ac.nz

Semester 1: March - May
Semester 2: July - November
Enquiries welcome at any time.



Interactive science exhibition, Discovery World, Otago Museum 2009-10

An exhibition of partnership

"We are very fortunate to have such a high calibre institution as our partner and neighbour, and we achieve great success together."

Claire Wilson, Otago Museum

2009-2010 'Survival Factor', Otago Museum.

14 interactive exhibits featured in an exhibition based in Discovery World at Otago Museum. The exhibition concept centred around a shipwreck on an outlying island off the coast of New Zealand. Through the exhibits visitors were challenged to complete interactive tasks, and in doing so discovering their body's autonomic responses. This large scale exhibition drew on an extensive team of staff and students at Otago Polytechnic, and was completed over the summer break. The Museum was very happy with the result:

Otago Museum Director of Exhibitions, Development and Planning Clare Wilson agrees. "Over the years we have undertaken many projects with the Otago Polytechnic, from small student projects to internships to full exhibition production."

"We are very fortunate to have such a high calibre institution as our partner and neighbour, and we achieve great success together."



Sharing in our client's success

'The Year was 1942'

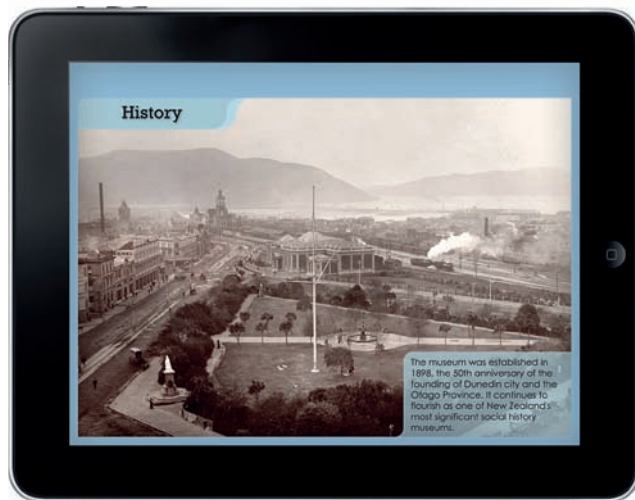
Bronze medal winner,
New Zealand BEST Design Awards 2011

2010 'The Year was 1942' Otago Settlers Museum

Following from successful student engagement with the Otago Settlers Museum, the design of a temporary exhibition was created for display in the Otago Road Services main concourse, while the Museum was closed for major refurbishment. A combination of life-sized talking characters, interactive video characters playing ticket sellers and tobacconist roles, and slideshows hidden in characters' luggage, saw the former bus station come to life, set in the year 1942. Students and staff developed the exhibition from concept to completion, and the designs won a bronze medal at New Zealand's BEST design awards in 2011.



Photograph by Jon Wilson | Actor: Danny Still





Working with communities

“The student projects carried out in South Dunedin added significant value to the revitalisation programme both in terms of process and outcome.”

Emma O'Neill, DCC City Development

2011 South Dunedin development

Working with the DCC urban planning team, students conducted historic and community research to better understand the rich social, environmental and industrial contexts hidden in the suburb of South Dunedin. Their research resulted in the development of many concepts, and with the feedback from planners, students delivered three relevant design solutions, all ready for implementation.

Designs varied from temporary wall graphics, displaying the original flora and fauna of the former coastal swamp, through to finished designs for new street furniture based on the products created at local industrial sites.





“The student projects carried out in South Dunedin added significant value to the revitalisation programme both in terms of process and outcome. A number of outcomes have been developed further with students including a branding logo purchased by the South Dunedin Business Association, and concept designs for street furniture have been included in a public tender for amenity works. Building on this collaboration, the DCC’s Citywide Amenity upgrades programme could really benefit

from partnering with the Communications Design curriculum on future revitalisation programmes.”
2011, Emma O’Neill, DCC City Development.

“We really appreciate the ‘real world’ approach your class has made to this project. The immediate positive response from our committee is testament to you getting things pretty right for our group.”
2011, Nick Orbell, South Dunedin Business Association.



Haka Peepshow

Together with the project's funders Ngai Tahu and the Dunedin City Council, Otago Polytechnic helped to realize this innovative high-tech outcome, on time.

Haka Peepshow

In 2011 Ngai Tahu artist Rachael Rakena was commissioned to make a new work for exhibition in Dunedin for the Rugby World Cup.

“Haka Peepshow is a celebration of the diversity of contemporary haka in Maori and broader New Zealand culture. In an era, when the haka is frequently a commercial branding device, this coin-operated peepshow invites viewers to take a fresh look at the haka and to consider it in the broader context of the sexualisation and commodification of Māori sportsmen and the representation of their masculinity and culture in the media.”

www.hakapeepshow.co.nz

Otago Polytechnic staff and student designers contributed significantly to the production of the artwork, from building the controversial pou, to assisting 3D film production company 38 Pictures with their film shoots and special effects.

Together with the project's funders Ngai Tahu and the Dunedin City Council, Otago Polytechnic helped to realize this innovative high-tech outcome, on time.



Photograph by Justin Spiers

Fresh food for the community

"The Living Campus will operate as a dynamic community centre for sustainable living. It will foster sustainable local food systems in both the short and long term."

Michelle Ritchie, Living Campus

2012 Living Campus

Otago Polytechnic's Living Campus celebrates a sustainable model of urban agriculture for the ownership and benefit of the Dunedin community. The aim of the LivingCampus is to inspire curiosity and capability in sustainable practices. Over the last 3 years huge efforts have seen Otago Polytechnic's existing city campus re-invented as vibrant community gardens and a hub for sustainability-oriented community education services.

Communication Design year 3 students and staff worked with Michelle Ritchie of the Living Campus in 2012 to develop six projects that took the aims of the project and developed interactive storytelling tools to spread the message and practices.



Photograph by Emily Hlavac-Green



Completed projects range from a signage system to help communicate the different areas of the Campus gardens, the readiness of plants to be picked and eaten, through to the design and production of an urban garden crate, for distribution through Dunedin

foodbanks. All the projects involved research and understanding of the garden and potential communities, and incorporated a wide range of expertise and involvement across campus.



OTAGO

POLYTECHNIC

Te Kura Matatini ki Otago

NEW ZEALAND

Forth Street, Private Bag 1910
Dunedin 9016, New Zealand
Telephone + 64 3 477 3014
Facsimile + 64 3 471 6870
Freephone 0800 762 786

www.otagopolytechnic.ac.nz